



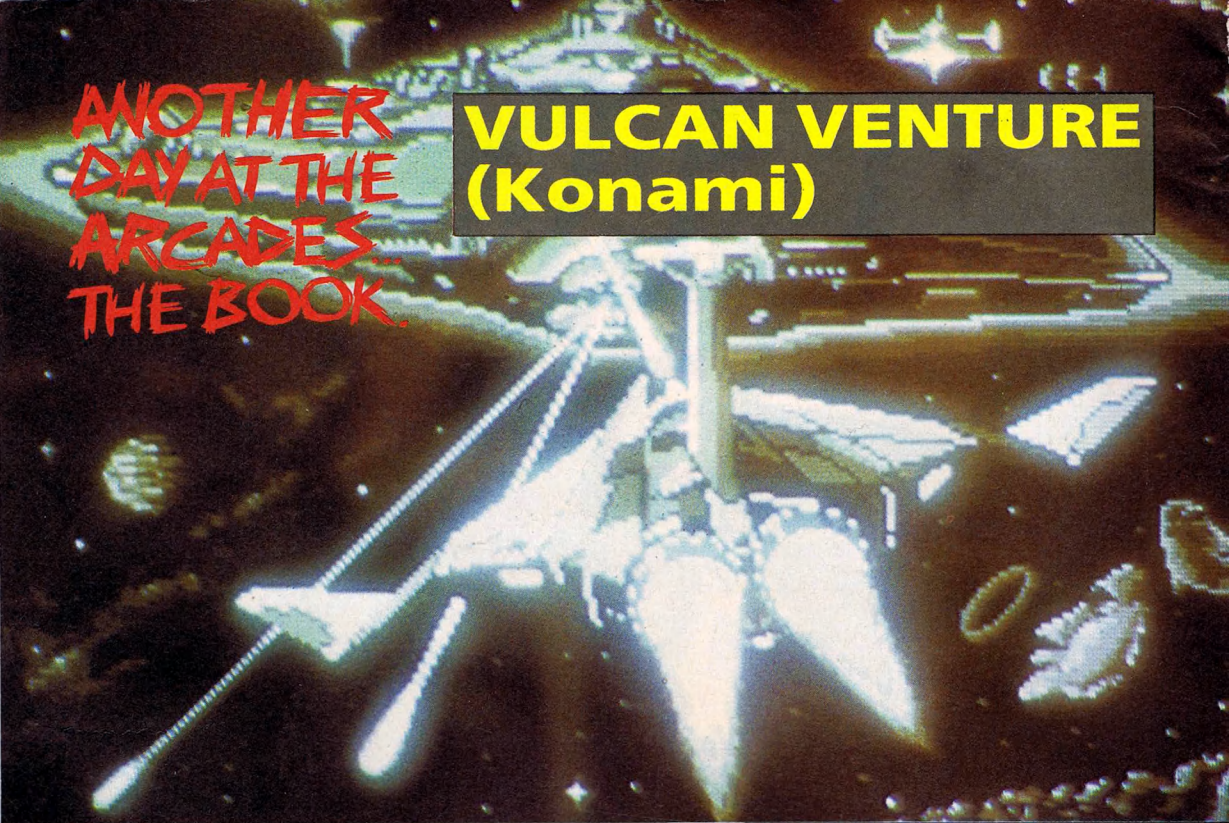
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**ANOTHER
DAY AT THE
ARCADES...
THE BOOK.**

ANOTHER DAY AT THE ARCADES... THE BOOK.

VULCAN VENTURE (Konami)



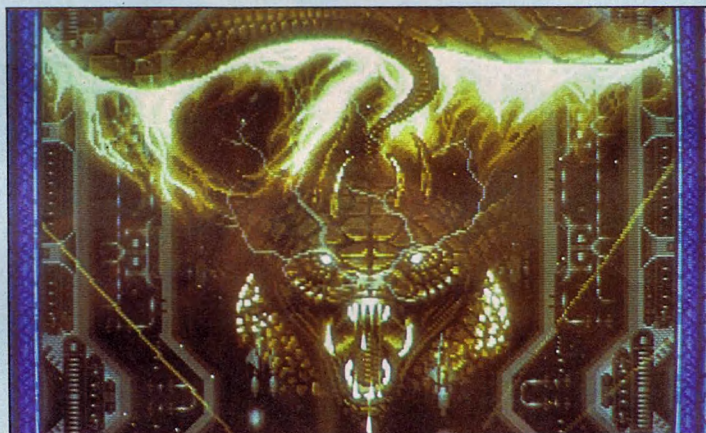
In 1985 came *Nemesis*, Konami's mould-breaking horizontally scrolling shoot 'em up which pioneered progressive weaponry and features some absolutely stunning graphics and sound. A year later *Salamander* arrived on the scene, boasting a dual player option, alternate horizontally and vertically scrolling levels, and a more impressive armoury.

Now comes *Vulcan Venture*, the third in the *Nemesis* series. The player's ship is the same as the one that appeared in *Nemesis*, but features four different progressive armouries, one of which is chosen at the start. The default armoury is identical to *Nemesis*, whereas the other three contain such delights as ripple lasers, photon torpedoes, pulse lasers and tail guns. Each has its own advantages and disadvantages – it's up to the player to choose one to suit his own playing style.

When the weapons system is selected, play begins. First of all the obligatory retarded aliens float their way towards the ship in convenient lines – just ripe for blasting. Start collecting the pods they leave behind, and you can save up for some bigger and better weapons.

Progress a little further and the screen scrolls vertically as well as horizontally – to allow the ship to negotiate the huge, flaming suns it encounters. Long, fiery serpents wriggle spectacularly from the glowing heavenly bodies and pursue the Vulcan, spitting great gobs of glowing gunge. This is where the extra weaponry proves essential as you blast the giant space-worms in the head before they trap the Vulcan with their tails.

It's pretty tough going through the first level, and to cap it all there's a huge laser-



spitting Phoenix at the end, who won't let you pass on pain of death. The giant bird is beautifully animated.

The second level looks like something out of Hans Rudi Geiger's *Necronomicon*, with the ship blasting its way through a dense *Alien*-esque network of deadly webbing and organic growths. As well as clearing a route, the player also has additional worries in the form of uncomfortably accurate gun emplacements, rocket launchers and alien generators. Blast all the way through to the end of this level and a giant alien crustacean awaits to blast the Vulcan to kingdom come.

On later levels the Vulcan is guided through a storm of giant crystals and negotiates a tortuous, speedily scrolling

passageway, complete with opening and closing doors.

Vulcan Venture is a sensational blaster, and exhibits some incredible graphics and a thumping good soundtrack. The general presentation is superb, with an attract mode showing pictures of the two previous games, and there's also a very useful continue game option, which proves vital for players unfamiliar with the game. The playability is superb, and although hardened *Nemesis* players shouldn't have too many problems mastering the game, the average gamer should find it challenging and very addictive.

We wait for *Nemesis IV* with baited breath...

VIGILANTE (Irem)

Data East's ageing but fertile *Kung-Fu Master* format has spawned many clones, and Irem's latest, *Vigilante* is another addition to that great big happy horizontally scrolling kung-fu family.

The lovely Madonna has been abducted by a gang of tab-smoking, beer-drinking thugs and Mr Vigilante 'must take the law into his own hands' (oo-er) and go to her



rescue. The player takes control of the vigilante in question—a real 'ard geezer (you know he's 'ard because he's wearing Ninja espadrilles) and sets off down the street to rescue the luscious one. Naturally the street is a-teeming with thugs, who just happened to have got wind of Vigilante's plan, and they're out to stop him. Skinheads with low foreheads rush in from either side of the screen, fists raised to do the vigilante. However, a quick flash of his espadrilles should send them from whence they came. The hero is also nifty with his fists, and gives any oncoming skin a bunch of fives he won't forget in a hurry.

As play progresses the vigilante comes up against thugs armed with nunchukkas, guns and Ninja stars. If these are dispatched, they drop their weapons which may be picked up by Mr Vigilante and



used against others. At the end of each level is a super-thug who is confronted and beaten up before play progresses to the next level. Just to make things worse, the action is played against a constantly decreasing time limit, which adds plenty of pressure.

Even though *Vigilante* treads a well-worn path, it proves plenty of fumpin' 'n' fightin' entertainment, helped considerably by the excellent sound effects and neat graphical touches. *Vigilante* doesn't quite match the high standards of *Double Dragon*, but offers some very enjoyable video violence nonetheless.

THE SKINHEADS HAVE TAKEN
MADONNA HOSTAGE.



KAGEKI (Taito)

If you still haven't got tired of the one-on-one combat game format, here's an oddity that should be of interest. Although *Kageki* is another pretty straightforward addition to the genre, it has a novel approach in its strange cartoon-style graphics.

Kageki follows the story of an everyday oriental gang of bloated-headed ruffians who stumble across a horrid goody two-shoes of similar visage and decide to beat him up—one at a time. The player takes control of the nice guy, who proceeds to defend himself as the gang attack one by one.

The action is set in a typical downtown alleyway, with the gang members sitting around the two-screen scrolling arena. The first opponent to step up for a trouncing is a greasy spiv with a quiff, who immediately sets about the hero with fists and feet. The player fights back with his fists only—quite a departure from the usual groin-removing and flying feet specials you can dish out in other fighting games. Yes, the clean-cut hero sets about the opponents in true boxing style, while the evil ones attempt every trick in the book to do him over.

Power bars at the bottom of the screen measure each fighter's strength, and it

takes two or three knock-downs before an opponent finally departs to push up daisies. A defeated opponent is dropped down a convenient manhole by a scowling git in a yellow smoking jacket, and the next opponent steps into the ringside. As the player progresses through the levels, stranger and stranger characters are

encountered, such as an acrobat, a surgeon (complete with white mask), greasy fatty, escaped convict and, finally, the boss himself—a hard case with chronic taste in clothing.

The graphics throughout are excellent, with the laughable characters sporting oversized heads and tiny legs. Each one is nicely animated, with some great comic touches, such as their changing expressions and look of surprise as they're socked in the mouth! *Kageki* isn't a brilliant game, but if you're a fighting fan try it out.



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It's instantly apparent that *Super Ranger* is a *Rolling Thunder* variant – not only is the graphical style very similar, but the animation on the heroes and hostiles is identical and they also follow similar attack patterns. Having said that, *Super Ranger* does have several improvements over *Rolling Thunder*, including a dual-player option.

Each player takes control of a Super Ranger, a well-tough soldier of fortune who wears a whacky tracksuit, and who has to penetrate deep behind enemy lines in order to destroy an evil despot, a task which involves negotiating a hazardous horizontally scrolling landscape packed with hostile troops. Both rangers are armed with machine guns, and also have



SUPER RANGER (Suna)

a limited number of grenades to bung at the enemy, and they can also make use of objects they are occasionally found on the floor.

The action is very reminiscent of *Rolling Thunder*, with similar two-level platform-

type action. The going is pretty tough, and a two-rangers partnership is almost essential to the completion of some of the later screens. *Super Ranger* is a fairly mediocre offering, but isn't the sort of thing that'll keep you playing for long.

HAUNTED CASTLE (Konami)

Dear Katie,
My fiancé and I recently got married. As we were walking up the hill to our new house, an evil Vampire appeared from nowhere, laughed in my face and abducted my virgin bride. She's currently being held against her will in his castle. I would report this to the police, but since this is 15th Century China, they haven't been invented yet. Have you any advice?
Worried Samurai, The Far East

These certainly aren't the usual marital problems I deal with! If I was you I'd put on my best battle gear, arm myself with a whip and set out to her rescue – and don't take any nonsense from the fella with the fangs.

KB

Well, what more can yer average Ninja-in-the-street do when his beloved is nicked by a blood-sucking fiend from beyond the grave?

The rescue attempt involves the hero negotiating the horizontally scrolling landscape in true *Ghosts 'n' Goblins* style. The first port of call is a graveyard, where rattling skeletons descend upon the Samurai and bash him with their bony hands and feet, each hit reducing his energy bar. This is where the whip comes into play – one lash and the skeletons crumble to bones. Sometimes they drop glowing hearts, which are automatically picked up when run over. In times of stress, these are thrown at the enemy and

explode like grenades, destroying all. As well as skeletons, zombies emerge from underground, rotting flesh flapping in the breeze, which again drop hearts when they're whipped.

It never rains but it pours says the old adage, and in *Haunted Castle* this is true. At the end of the first level the heavens open and the rain comes down like stair rods – it's certainly not the Samurai's day. Just to make things even worse, rocks from a nearby wall fly towards the hero, and unless they're whipped to dust quickly, they crush him to death. When all the bricks have flown, the sun once again emerges and the Samurai continues on his ramble.

As the player penetrates deeper into

the Vampire's domain, fiery pits, Medusa and her minions, giant trolls and the Vampire himself make the rescue attempt even harder. Extra weapons are available – a torch, dynamite, timer, boomerang and a crucifix – to help the hero on his way.

Haunted Castle offers the same old *Ghosts 'n' Goblins* type stuff, but in a different package. It's by no means a bad game, but once you've had a couple of goes you get those seen-it-all-before blues. Despite some great touches, like the pouring rain, complete with digitised rainstorm effect and pretty graphics, there's nothing to distinguish it from the rest of the genre.



NINJA WARRIORS (Taito)

A new set of conversion boards have just been developed by Taito especially to work with their unique three-screen monitor, previously used for the rather bland dual player horizontally scrolling shoot 'em up, *Darius*. Taito claim that *Ninja Warriors* incorporates the best ideas from three-year's-worth of coin-ops. To the rest of us it looks like a pretty neat two-player martial arts game.

Each player takes control of a well-hard bionic Ninja (the deluxe version with go-faster stripes and nodding dog) and proceeds to stroll along a horizontally scrolling landscape. Both Ninjas are armed with Shuriken stars (for chucking at oncoming hostiles), and swift 'n' nifty knives for dishing out a quick apré mortem to those who dare get in their way.

Neither of these are hard men without a cause, and the two are off to defeat an evil dictator and his entire army to restore peace to the land. A difficult task? Not on your Nellie – it's all in a day's work for yer akshual bionic Ninja.

The action starts in a dismal-looking suburb. Within seconds enemy soldiers attack, firing guns, launching mortars and grenades, flinging knives and indulging in a little kung-fu when they get near enough. Robots also attack, and need several hits with knife and star before they become scrap metal. As the end of a level appears, tanks, gun emplacements, fire-breathing warrior types (which look a bit out of place) and droves of very annoyed soldiers. Each player has an energy bar, which is depleted as hits strike home.

There's a useful continue option which allows you to carry on from where you left off.

The three screens means that there's plenty of room to manoeuvre, and the game is nicely balanced so that solo warriors can progress with relative ease. The graphics are of near photographic quality, with incredibly detailed and beautifully drawn backdrops and superbly animated sprites, and the sound is befitting the action.

After the rather tepid *Denarius*, Taito have certainly turned up trumps with their three-screen arcade machine. It's far superior to *Double Dragon* in both looks and playability, and is surely the best combat game yet seen.



CHELNOV (Data East)

Subtitled 'Atomic Runner', *Chelnov* is an enjoyable horizontally scrolling action game in which the Atomic Runner in question sprints through a series of weird caverns and across strange landscapes in an attempt to reach the Statue of Liberty in New York.

Large mother monsters make an appearance and traps open up as the Runner progresses through the levels. Extra weaponry is picked up by blasting objects hanging from the ceiling and collecting the pods they yield. Advanced armoury includes super blasters, speed-ups, boomerangs, giant spinning discs and



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giant ring of stars. At the end of each stage a giant guardian is destroyed before a map appears indicating how far there still is to go.

Chelnov is a good game in that it's not too difficult and doesn't require perfect hand/eye co-ordination; enemies can be bounced on and the collectable weapons are powerful enough to get you far into the game on one credit, making for good progressive play. It doesn't look terribly impressive at first, but in play it has those addictive qualities and not-too-complex control which always makes for an enjoyable game. The graphics improve tremendously the further you progress, and there are some tremendous end-of-level guardians, including a giant fire-spitting serpent. Keep your eyes peeled for *Chelnov*, and make sure you've got a pocket full of ten pences at the ready.



NEWS

A new development on the arcade front is *Krusha*—it isn't a coin-op, but a very silly and very, very sick bash 'em up cabinet game. The player wields up a hefty 'mallet' and tries to ever-so politely and with great dignity bash the brains out of plastic moles that pop up from holes in the cabinet, and the more you bash, the faster those cheeky little rogues poke their cute little heads out of the holes. The going gets pretty frenetic, and is thoroughly enjoyable!

Another sick game making its way into the arcades is Bally's *Blasted*, an *Operation Wolf*-type game set in a city ravaged by revolting robots. Speaking of which, Taito are currently tracking down illegal copies of *Operation Wolf*—they're virtually identical, but are called *Operation Bear*. If you see one, don't play it!

Konami's new race game is called *Chequered Flag*, and should be appearing in arcades very soon, and the latest video from Atari is *Vindicators*, a one or two-players tank game designed to fit inside a *Xybots* arcade console.

Capcom has *Last Duel* also poised for cabinet space, along with several other titles for 1988 and 1989—to which US Gold already have the rights! The highly successful beat 'em ups *Double Dragon* and *Gryzor* are both to appear on the Nintendo Play-Choice 10, and finally, Sega has *Ace Attacker* and *Hot Rod* in the pipeline for Europe and the UK. The latter title is a car racing game which is apparently an *Out Run* beater!



The main character—Musashi, master of Ninjutsu—jumps and kicks his way through each levelful of baddies. The mode of combat alters to suit the situation, allowing Musashi to engage in hand-to-hand combat with enemies in close quarters, and automatically use his Shuriken star-throwing abilities on those at a distance. Ninja magic can be used once per level, (effectively a Ninja smart bomb), and saving all the hostages on a level is rewarded by a variety of extra weapons.

On reaching the end of each stage, the 'big boss' appears. His defeat secures entrance to a bonus screen where, using a first-person perspective display, Musashi is directed in defending himself against the onslaught of oriental assassins. Musashi kills all his assailants by precise throwing of Shuriken stars. His opponents constantly close in, leaping from platform to platform; should they get too near, Musashi is defeated and the next stage begins. However, extra lives are awarded for the elimination of all foe.

Shinobi contains five missions, of three to four levels in length, and a map is displayed at the start of each level to show what lies ahead.

Sporting some bold backdrops and large sprites, *Shinobi* is very reminiscent of an oriental *Rolling Thunder*, with bonus stages thrown in for good measure. The action is reasonably attractive, (although the sound effects are seriously lacking) but there's no real lure except for patrons of all the other beat 'em ups on offer recently.

SHINOBI (Sega)

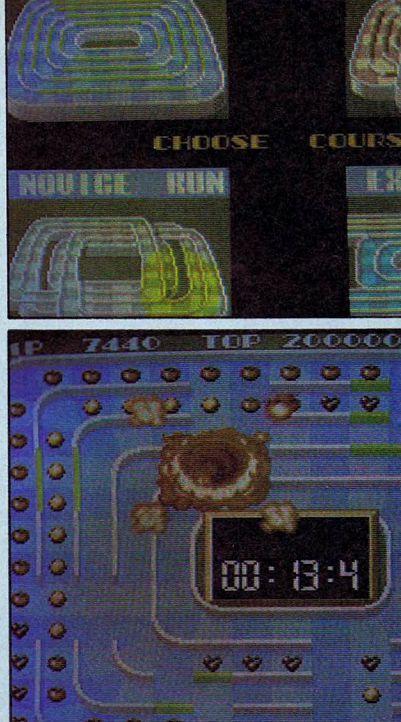
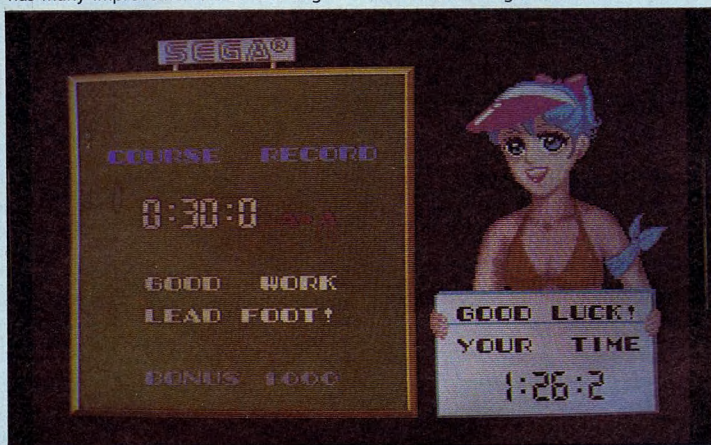
A further addition to the long snaking queue of Ninja combat games comes in the shape of Sega's *Shinobi*. A number of terribly cute children have been kidnapped by a group of despicable overlords,

(the Japanese seem to have some sort of kidnapping fixation) and it's the player's task to rescue the poor little mites who are to be found tied up throughout the push-scroll landscapes.

COUNTER-RUN (Sega/Nihon)

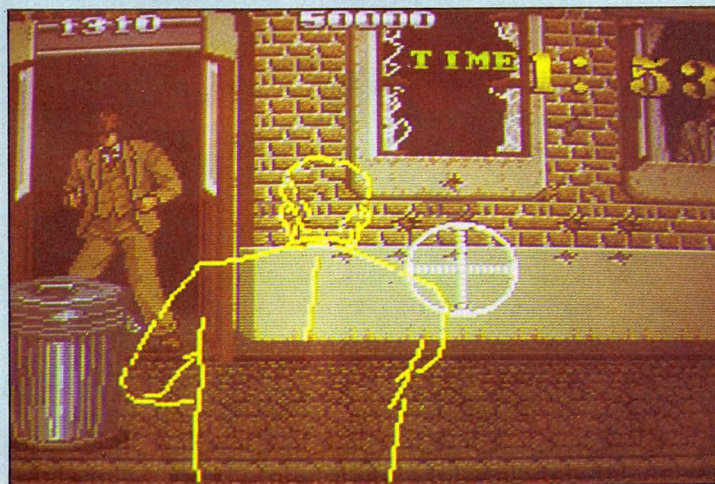
The latest blast from the past to be exhumed, dusted down and tarted up with some decent graphics and sound is Sega's *Counter Run*, a particularly flaccid version of the ten-year-old arcade carbunkle, *Head-On*. Konami's *Fast Lane* is also a version of this ancient video, but has many improvements over the origi-

nal, including extra weaponry and new twists in the gameplay. Sega's version is, quite surprisingly, a very straightforward no-frills rehash with very little improvement on the gameplay. The player takes control of a car and drives around a maze collecting fruit while changing lanes to avoid oncoming rival cars.



A turbo boost option is available and cups can be collected to stop other cars and give the score an extra boost, and later levels boast some whacky maze layouts, but unfortunately there's just not enough variety or addiction to hold interest for more than a couple of goes—it's just too repetitive. To put no finer point on it, *Counter Run* is rubbish, and a very surprising release from Sega, whose pedigree includes such greats as *Afterburner*, *Out Run* and *Alien Syndrome*.

DEAD ANGLE (Seibu)



An unusual coin-op, *Dead Angle* could easily have been converted from Infogrames' home micro game, *Prohibition*, being a cross between *Empire City 1931* and a period *Operation Wolf*. Set in America during the Roaring Twenties, the game follows the player's efforts in rescuing his beloved girlfriend who has been kidnapped by a gang of hoodlums (original scenarios are few and far between these days). Deciding to fight fire with fire, the player embarks on a mission where pump-actions speak louder than words.

A free-floating gunsight is positioned around the screen as you blast your way through the streets which are lined with members of the gang. A limited number of grenades is also at your disposal for the mass destruction of opposition.

The landscape is horizontally and vertically parallax push-scrolled along, and provides a variety of objects behind which the player can hide from return gunfire. Each level has to be secured within a time

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limit and failure is presented in a smart, bloody red-out.

The atmosphere generated is suitably

tense, but on the whole *Dead Angle* is a fairly tepid affair; not one to lose much cash over.



RABBIT PUNCH (Taito)

Also released as *Rabio Lepus* under the auspices of V-Systems, Taito's *Rabbit Punch* is a sort of *Side Arms* meets *Water-ship Down*. One or two robot rabbits set out on a horizontally scrolling mission of tension, excitement and large orange vegetables in an attempt to save two young bunny-girls in bondage and an old man called King (suspiciously dressed in a rabbit costume, and similarly tied up) who have been kidnapped and secreted individually in each of the game's three sections. The mission begins on board a large spaceship, progressing via an asteroid base to reach its conclusion on the surface of the target planet itself.

The robo-bunnies are equipped with a supplies of bullets and smart bombs which are replenished along the way by shooting tins of carrots and collecting the vegetables thus revealed.

Both cute rabbits fly, and can walk along the ground in a beautifully animated sequence. There are some odd parts to the game: sampled speech tells you that 'red nipples are instant' (well, that's what it sounds like to us), and that you should 'destroy enemy Mazda' – an evil beast which looks not entirely unlike a robotic donkey! Once this devil incarnate and his minions have been

despatched, a carrot bonus screen appears where both players collect as many falling carrots as possible, before one touches the ground, ending that round.

The game sports some smart graphics and is an unusual, but humorous and playable game which should have you piling in the ten pees – for a while at least.



GAUNTLET I/II (Atari)

To get the most out of Death, shoot him eight times before zapping him with a potion. The order of points are 1000, 2000, 1000, 4000, 1000, 6000, 1000, 8000. By the way, you only need to shoot one Death eight times to increase the points for every other Death on that screen.



OUT RUN (Sega)

According to top players, the fastest run takes you through *Devil's Canyon*, left to *Snowy Alps*, right to *Wheatfield* and right again to *Autobahn*. Practise these to maximise your top score.

GRYZOR (Taito)

The best weapon to choose is the spray shot – not only is it useful for blasting away the enemy, it's also the best one for defeating the end-of-game giant.

720° (Atari)

Top players recommend a combination of three helmets, three shoes, one pad and one board for attaining top scores on this noisy and rather difficult skateboarding game.

enter again and collect more bullets! Keep on doing this until you've had enough...

SLAP FIGHT (Taito)

Here's a quick tip for those who are fed up of having to collect the stars. Insert coin, press start and leave the machine alone – don't touch a thing. When the ship is destroyed, the second one appears with a full complement of wings and homing missiles – ready to inflict some real damage. By the way, watch out because the ship moves a little on the slow side, so pick up some speedups as soon as possible.

CRYSTAL CASTLES (Atari)

The three warps are pretty well known. The first is on screen one (Level 1/1) – go behind the building, stand on the back left corner of the maze and press fire to gain 140,000 points and warp to level three (Level 3/1), where the next warp appears. To activate this you must wear the hat, run down to the middle of the hidden ramp and jump. It's the most difficult of the three warps, and requires precise timing and quick movement to execute the warp before the hat runs out. A successful warp leads to Level 5/1 and also increases the score to 280,000. The final warp is found on Level 5/3, and is very similar to the first. Just guide Bentley bear to the top left hand corner of the maze and press jump to warp to Level 7/1. Complete another five screens to set up a warp to Level 8/1 – when you start a new game just enter the door that appears in the wall of Level 1/1 and press fire to warp to Level 8/1 with a 490,000 points bonus.

This is a really neat trick: jump more than 128 times on the front corner of the first screen (where Bentley starts) to get a surprise on the next screen – don't warp, though!

If you're a very advanced *Crystal Castles* player and want to be a complete bar steward, ask a chum to play doubles. Go first, and keep playing until you finish the game. When your friend takes his turn, he won't be able to finish the screen he's on – even when all the diamonds have been collected! Two things happen here: either the bees come down and claim all his lives, or the bees don't appear and he's left wandering around the maze ad infinitum – or until the machine is switched off.

HANG-ON (Sega)

This one's a bit of a myth, but you might like to try it to see if you can get it to work. If you play the giant sit-on version, you get an extra points bonus for completing a track without touching down. This seems a little silly because so much time is lost in doing so...



ALIEN SYNDROME (Sega)

Blast and collect as quickly as possible – if you manage to finish a level before the timer reaches 100, a 60,000 points bonus is awarded.

ROLLING THUNDER (Atari)

To get hundreds of bullets, just enter the door marked with a bullet, emerge and walk a few screens right, turn around and go back to the door and you're able to

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GALAGA (Namco)

This tip works on any screen past Level 30. Shoot all but one alien. Let it fly past you ship 255 times. The next pass it makes it doesn't fire. Let it go past and shoot it as it comes down again. From the next attack wave onwards none of the aliens fire, allowing you to happily blast them into oblivion – just make sure you stay out of the way of kamikaze ones!

STAR WARS (Atari)

An ancient tip for those who still enjoy playing this blast from the past. You can increase scores tremendously by using the force on the third section, the Death Star run. Don't shoot anything except the exhaust port – and that means dodging everything the Empire throws at you – and a force bonus is added to your score. On the first level you get 5000 points, which increases to 100,000 on later levels.

Another tip is instigated with a great deal of difficulty and a lot of luck. If, on the tie-fighter dogfight stage, Darth Vader's ship is shot more than 30 times the player is given 27 extra shields. If you're amazingly lucky you can get 255 shields – but this is an incredibly rare occurrence.

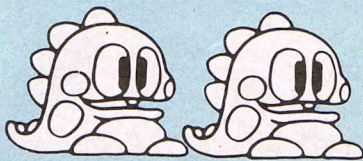
RETURN OF THE JEDI (Atari)

A tip for *Return of the Jedi* experts is to reach level eight, enter the Death Star and destroy the reactor. On the way out, ram one of the supports to destroy the Millennium Falcon and the machine puts you back at the beginning of level eight. Keep on doing this with your remaining lives, and then finish the level on your last life to get a 100,000 bonus.

SUPER MARIO BROS (Nintendo)

Increase your score by following this neat move. On Level 3/2, jump the first turtle and follow it along at top speed, not letting it get off screen. As it zooms along it hits a long line of other creatures, netting a big points bonus and, on the last turtle, an extra life. Kill Mario as quickly as possible and repeat the move again, and again, and again...

BUBBLE BOBBLE (Taito)



Taito's *Bubble Bobble* is arguably one of the best platform arcade games to have appeared on the arcade scene. To help Bub and Bob, two friendly, bubble-blowing brontosaurus, rescue their girlfriends from Baron Von Bonner's clutches one, or preferably, two players negotiate all 100 levels of the Baron's dungeon, and defeat the bulbous overlord in brontosaurus-to-Bonner combat. In order to make your way a little easier – although not much – here are some general hints and tips on this perilous mission!



GENERAL HINTS: If possible, wait for all the bubbled baddies to group together before bursting them, since they yield higher fruit bonuses (not necessarily vital, but they boost score tremendously).

Clearing a screen quickly causes high point targets to appear on the next level.

Bursting blue water bubbles causes a stream of water to rush down the screen, sweeping any baddies along with it. The demised meanies are then turned into bonus diamonds which fall onto the uppermost platform from the top of the screen. Generally, the water flows in the direction you are facing.

Bursting green lightning bubbles causes a spark of lightning to whizz horizontally across the screen, killing all baddies in the way and turning them into diamonds. The spark always goes in the opposite direction you're facing. Be careful not to hit your partner, since contact with lightning immobilises him for vital seconds!

Bursting fire bubbles causes a small flame to fall onto the first surface it hits, leaving a pool of fire. Contact with this is fatal to meanies, who are, once again, killed and turned into diamonds.



BONUS OBJECTS

FRUIT: Exotic fruit give higher bonus points.

CANDY STICKS: When the last bubbled meanie is burst, all remaining bubbles turn into bonus items and a larger item drops down to be collected for additional score.

TREASURE CHEST: A similar effect to candy sticks.

CLOCK: Resets level timer and alters screen colours.

WATCH: Freezes meanies allowing them to be easily bubbled while stationary.

ORANGE BUBBLEGUM: Bubble Up! – increases bubble firing speed.

PURPLE BUBBLEGUM: Bubble Up! – make bubbles travel further.

CYAN BUBBLEGUM: Bubble Up! – increases speed of bubble travel.

RED TEAPOTS: Bubble Up! – gives full fire-power.

PURPLE TEAPOTS: Smart Bomb – kills all baddies and turns them into diamonds.

BLUE TEAPOTS: Gives extra points.

PURPLE BOMB: Smart Bomb – kills all baddies for diamond bonuses.

BLUE CRUCIFIX: Fills the screen with water, drowning all baddies and turning them into diamonds.

RED CRUCIFIX: Imparts the owner with the ability to fire fireballs.

YELLOW CRUCIFIX: Causes a large bolt of lightning to zap across the screen, killing all meanies on contact for a diamond bonus.

UMBRELLA: Advances play three screens.

YELLOW UMBRELLA: Advances play five screens.

PURPLE UMBRELLA: Advances play seven screens.

TRAINING SHOE: Speed up! – the owner moves around with increased speed.

NECKLACE: Releases a bouncing, glowing ball which kills all meanies on contact, turning them into bonus diamonds.

RED RING-PULL: Endows the owner with bonus points for movements left and right.

SILVER RING-PULL: Initiates a stream of stars which fall down the screen killing all meanies in the process for a diamond bonus.

SPELLBOOK: Smart Bomb – explodes, killing all meanies.

GLOWING HEARTS: Endow Bub and Bob with temporary indestructibility – meanies are killed on contact.

POTIONS: Fill the screen with unusual icons. Collect them all within the time limit for large Bonus. **HINT:** If both players collect equal numbers, they each receive a 100,000 bonus!

DOORWAY: Entrance to the hidden room, which contains an extremely large bonus in diamonds!



HINTS FOR SCREEN 100: The Baron's lair! Killing this huge floating felon is achieved by jumping up the small platforms to collect the green potion bottles at the top of the screen. This allows Bub and Bob to fire lightning bubbles which, when burst, make contact with the Baron. In order to fire as many sparks as possible, collect the potion bottle and fall down the nearest wall, facing outwards. Any bubbles blown are immediately burst and the resulting spark shoots across the screen to further the demise of the Baron, who constantly floats around the screen and must be avoided since contact with him spells instant death.

Only after 100 such hits does the Baron become bubbled, and the player who manages to head-butt the bully into oblivion is rewarded by a 1,000,000 point bonus, and the end-of-game screen...

AMUSEMENT PLAYERS ASSOCIATION INTERNATIONAL SCOREBOARD

The American-based Amusement Players Association International Scoreboard is the World's official arcade game highscore table, and has a record of the top 100 scores for just about every arcade machine in existence. If you're interested in sending in scores, and want to join the APA, write to Amusement Players Association, PO Box 1558, Torrance, California 90505, and don't forget to include a suitable stamped address envelope.

The following scores are published Scores are submitted to the APA by members of the association, and the top 100 scores are

720° 526,250 Ron Perelman 06/17/87 Camelot Anaheim, CA	ARABIAN 219,750 Chuck Futrell 11/28/84 Galaxy Arcade Alta Loma, CA	ASTRO INVADER 39,880 Brian Miller 01/01/83 Bun&Games Kenosha, WI	BLACK WIDOW 930,100 Jim Vollandt 01/30/84 James Games Upland, Ca	BUGGY BOY 105,440 (East) Tim Moreno 09/01/86 Aladdin's Castle Virginia Beach, VA	CLIFF HANGER 1,180,000 Steve Harris 11/05/83 Bob's IGA Kansas City, MO
1942 11,940,360 Jack Chen 10/17/86 Le Fun Austin, TX	ARKANOID 1,295,420 Joseph Feldt 01/18/87 '86 TOC Los Angeles, CA	AZTARAC 142,390 Dennis Bartlett 01/11/84 Twin Galaxies Ottumwa, IA	BLUE PRINT 126,900 Yashiro Oda 01/02/84 Flipper's Gold Ann Arbor, MI	BURGERTIME 4,978,550 Bill Mitchell 06/26/85 Supercade Ft Lauderdale, FL	COMMANDO 2,552,100 Jeff Peters 04/05/86 James Games Upland, CA
ALCON/SLAP FIGHT 838,050 Gary Hatt 04/25/87 Golfand El Monte, CA	ARMOR ATTACK 2,009,000 Tom Larkin N/A Fantasia Dayton, OH	BABY PAC-MAN 8,123,380 Larry Shepard 01/02/86 Twin Galaxies Ottumwa, IA	BOSCONIAN 2,913,510 Ken McLeod 02/24/83 Quinpool Amusements Novia Scotia (C)	CATCH-22/COMBAT 4,532,950 Douglas DePirro 06/28/86 Aladdin's Castle Anderson, IN	CONGO BONGO 883,400 Tim Collum 09/03/83 7-11 Nacogdoches, TX
ALIEN ATTACK 4,930 Tim McVey 07/20/82 Skateland Ottumwa, IA	ARMORED CAR 101,010 Roger Isetts 01/01/83 Bun&Games Kenosha, WI	BADLANDS 146,080 Gary Hatt 06/28/86 Aladdin's Castle Los Angeles, CA	BOXING BUGS 2,026,220 Richard Lewis N/A Bun&Games Kenosha, WI	CENTPEDE 16,389,547 Jim Schneider 09/03/83 Wyde World of Fun Spring Valley, CA	COSMIC ALIEN 105,310 Ben Smestad 04/04/83 Bun&Games Kenosha, WI
ALIEN SYNDROME 459,600 Jim Jung 06/16/87 Camelot Anaheim, CA	ARM WRESTLING 822,150 Mark Haber 10/10/86 Space Station New York, NY	BAGMAN 6,840,850 Gerry McCloskey 08/02/83 Family Fun Centre Penticton, BC (C)	BREAK OUT 1,029 Robby Jesen 02/28/83 Bun&Games Kenosha, WI	CERBERUS 101,500 Robert Haukap 06/27/85 Arnold's Seattle, WA	COSMIC AVENGER 117,290 Wes Hupp 11/17/82 Lost Dutchman Monrovia, CA
AEROBOTO 3,272,900 Charles Dahling 01/20/85 Space Station Anchorage, AK	ASTEROIDS 30,100,100 Dennis Hernandez N/A N/A Geneva, NY	BANK PANIC 9,999,999 Gary Hatt N/A Golfand El Monte, CA	BUBBLE BOBBLE 3,271,490 Clint Shuster 01/14/87 Galaxy Arcade Racho Cucamonga, CA	CHALLENGER 349,700 Joe Startz 02/28/83 Bun&Games Kenosha, WI	CROSSBOW 19,885,500 Donn Nauert 07/18/84 Market Basket Austin, TX
ALPINE SKI 500,00 Eric Olofson 11/23/82 Earth Station Antioch, CA	ASTEROIDS DELUXE 2,117,570 Kevin Genry 12/29/81 N/A Lake Charles, LA	BATTLEZONE 10,000,000 David Palmer 06/27/85 The Games Room Citrus Heights, CA	BUBBLES 1,365,970 Joe Malasarte 06/27/85 Space Station Anchorage, AK	CHANGE LANES 3,208,112 Stephen Beall 12/26/83 Fun&Games Santa Maria, CA	CRYSTAL CASTLES 894,741 Mark Alpiger 02/14/87 Mark's Place Louisville, Ky
AMIDAR 19,225,030 Todd Lamb 10/01/83 Pot of Gold Kenosha, WI	ASTRO BLASTER 299,100 Gus Pappas 11/20/82 Cosmic Palace Napa, CA	BERZERK (Fast) 104,680 Ron Bailey 06/27/85 World Class Amus Wrightsville Beach, NC	BUCK RODGERS 1,016,495 Kelly Keenan N/A Fun&Games Santa Maria, CA	CHAMPION BASEBALL 1,130,560 Gus Pappas 10/08/83 Starship Video Upland, CA	DANGER ZONE 4,525,800 Donn Nauert 03/05/87 Le Fun Austin, TX
ANT EATER 219,320 Freddie Morrish 10/09/83 Electric Pazzazz Trail, BC (C)	ASTRO FIGHTER 18,280 Robby Jensen 02/15/83 Bun&Games Kenosha, WI	BERZERK (Slow) 178,500 Ron Bailey 08/30/82 Putt Putt Golf&Games Shelby, NC	BUGGY BOY 177,480 (South) Mark Foster 08/27/86 Flipper Flapper Brea, CA	CHEYENNE 319,209,350 Donn Nauert 01/27/85 Gold Mine Austin, TX	DAZZLER 69,000 Richard Crawford 03/12/83 Earth Station I Antioch, CA
			BUGGY BOY 151,870 (North) Danny Carranza 06/27/86 Flipper Flapper Brea, CA	CHOPLIFTER 1,781,000 Charles Collins 06/27/86 Aladdin's Castle Madison, WI	DEFENDER 76,377,300 Burt Jennings 04/08/83 Outer Limits Durham, NC
			BUGGY BOY 177,480 (South) Mark Foster 08/27/86 Flipper Flapper Brea, CA	CLOAK & DAGGER 1,294,881 Charles Dahling 08/31/84 Space Station Anchorage, AK	DIG DUG 4,129,600 Ken Arthur 01/20/83 Video Games Inc Blacksburg, VA

ANOTHER DAY AT THE ARCADES... THE BOOK.

DIGGER
17,400
Mark Peterson
02/13/83
Bun&Games
Kenosha, WI

DISC OF TRON
418,200
David Bagenski
06/28/86
Aladdin's Castle
Syracuse, NY

DOMINO MAN
757,063
09/04/83
Jeff Peters
Galaxy Arcade
Rancho Cucamonga,
CA

DONKEY KONG
874,300
Bill Mitchell
11/07/82
Twin Galaxies
Ottumwa, IA

DONKEY KONG JR
1,147,700
Bill Langdon
07/01/83
Apollo I Video
Abbotsfield, BC (C)

DONKEY KONG III
2,132,100
Lloyd Bromola
06/27/85
Fun Factory
Honolulu, HI

DRAGON'S LAIR
482,924
Jack Gale
09/24/83
Cloverleaf Mini-Golf
Miami, FL

DRAGON'S LAIR (Cont)
4,129,600
Ken Arthur
01/20/83
Video Games Inc
Blacksburg, VA

DRAG RACE
4.3 sec
Donovan Hellinger
02/21/83
Mr Bill's
Moscow, ID

EAGLE
108,640
Sam Blackburn
11/14/82
Light Year's Amus
Wrightsville Bch, NC

ELECTRIC YO-YO
1,079,270
Jim Matson
10/31/82
Crystal Cactus
Pensacola, FL

ELEVATOR ACTION
143,450
G Ben Carter
06/27/86
Aladdin's Castle
Fremont, NE

ELIMINATOR
50,800,500
Mark Ramussen
01/22/83
Aladdin's Castle
Fort Dodge, IA

**EMPIRE STRIKES
BACK**
1,345,049
David Palmer
06/27/85
The Game Room
Citrus Heights, CA

ENDURO RACER
40,973,617
Jack Gale
05/20/87
Cloverleaf Mini Golf
N Miami Beach, FL

ENIGMA II
23,240
Ben Smestad
01/28/83
Bun&Games
Kenosha, WI

EXCITEBIKE
398,730
James Hillard
06/27/85
Huish Fun Center
Upland, CA

EXERION
653,400
Joe Janiac
09/01/84
Space Station
Anchorage, AK

EXPRESS RAIDER
197,200
Gary Hatt
06/28/86
Electric Rainbow
Lakewood, CA

EYES
23,222,320
Roogie Elliott
08/02/83
Fun Center
Lake Odessa, MI

FANTASY
269,220
Rob Howes
04/04/83
Electric Pazzazz
Trail, BC (C)

FAST FREDDIE
22,296,540
Bert Zeltou
06/26/83
Last Chance Saloon
Kewaunee, WI

FAX
89,300
Greg Muler
10/12/84
Space Station
Anchorage, AK

FIRE CONDR
8,920
Tim McVey
07/20/82
Skateland
Ottumwa, IA

FIREFOX (9000)
707,790
David Palmer
06/28/85
The Game Room
Citrus Heights, CA

FIRE TRAP
417,740
Gary Hatt
04/25/87
Goldland
El Monte, CA

FLICKY
4,548,540
Jonathan Long
06/28/86
Aladdin's Castle
Asheboro, NC

FOOD FIGHT
101,103,300
Ken Okamura
01/13/84
Fun&Games
Santa Maria, CA

FRENZY
4,804,540
Mark Smith
07/16/83
Putt Putt Golf&
Games
Shelby, NC

FROGGER
442,330
Mark Robichek
08/30/82
Phil's Game Center
Lakewood, CA

FRONTLINE
999,990
Jeff Peters
11/07/83
Starship Video
Upland, CA

FUTURE SPY
396,350
Joey Wisniewski
10/04/86
Aladdin's Castle
Wausau, WI

GALAGA
17,999,850
Julian Rignall
03/23/85
Aberystwyth, Dyfed

GALAGA III/GAPLUS
1,320,500
Bill Bradham
06/28/86
Aladdin's Castle
Dublin, GA

GALAXIAN
389,770
Perry Rodgers
05/12/83
John Browne Univ
Fayetteville, AR

GHOSTS 'N' GOBLINS
510,500
Richard Webb
06/27/86
Aladdin's Castle
Cedar Rapids, IA

GIMME A BREAK
599
Carlos Gonzales
06/27/86
Aladdin's Castle
San Jose, CA

GLADIATOR
41,012,800
Stephen Gore
03/03/87
Le Fun
Austin, TX

GOLD BUG
173,740
Steve Peterson
08/29/83
St John's Grocery
Vancouver, WA

GOONIES
504,820
RAC Carpana
N/A
Station Break
New York, NY

GORF
2,220,000
Jason Smith
02/13/83
Gold Mine
Midland, TX

GRAND CHAMPION
137,410
Craig Sucharda
N/A
Jensen's Enterprises
Kenosha, WI

GRAND PRIX
2:04
John Pratt
01/06/83
N/A
Adrian, MI

GRAVITAR
4,722,200
Raymond Mueller
12/04/82
Chuck E Cheese
Boulder, CO

GREAT GUNS
1,794,500
Mike Burns
N/A
Aladdin's Castle
Media, PA

GRYZOR
1,483,000
Greg Gibson
06/16/87
Camelot
Aneheim, CA

GUARDIAN
1,058,420
Will Czeswinski
06/27/86
Le Fun
Austin, TX

GUNSMOKE
1,465,250
Jaime Guzman
11/04/86
Le Fun
Austin, TX

GUZZLER
465,090
Gary Hatt
N/A
Huish Fun Center
Montclair, CA

GYRUSS
41,090,450
Anthony Fodrizio
03/22/84
Video Circus
Stratford, CT

HANG-ON (Upr)
33,923,450
Richard Powell
12/04/86
Hermosa Arcade
Hermosa Beach, CA

HANG-ON (Sim)
40,715,030
Don Novak
08/29/83
Aladdin's Castle
Wichita, KS

HEAD-ON
300,00
Chris Ayra
N/A
Fun&Games
Miami, FL

HOGAN'S ALLEY
2,738,100
Jack Gale
06/27/86
Aladdin's Castle
Tampa, FL

HYPER SPORTS
138,340
Kelly Kobashigawa
06/28/85
Huish Fun Center
Upland, CA

ICE COLD BEER
170,660
Greg Gunter
06/07/84
Grimm's Truck Stop
Morton, IL

IKARI WARRIORS
1,414,500
Walt Price
03/24/87
Galaxy Arcade
Cucamonga, CA

INDIANA JONES
1,176,520
Donald Mangio
06/27/86
Aladdin's Castle
Azusa, CA

INTERSTELLAR
248,000
Phill Britt
N/A
Castle Park
Riverside, CA

I,ROBOT
1,383,959
Dave Ryan
06/27/86
Aladdin's Castle
N Little Rock, AR

**JACK THE GIANT
KILLER**
2,940,050
Mike Klage
10/02/80
Play It Again
Lenox, IL

JAIL BREAK
185,900
Donn Nauert
02/15/87
Le Fun
Austin, TX

JOURNEY
12,181,850
Chuck Coss
08/13/83
Aladdin's Castle
Steubenville, OH

JOUST (New Chip)
115,910,850
Robert Bonney
04/08/83
Circle K
Seattle, WA

JOUST (Old Chip)
201,452,600
Donnie Norris
04/04/83
Space Station
Wilmington, NC

JUMP BUG
850,350
Allen Rager
04/10/83
Bags Video Land
Millington, TN

JUNGLE KING/HUNT
1,510,220
MichaelTorcello
05/05/83
Wegman's
E Rochester, NY

JUNGLER
180,720
Joe Startz
05/01/83
Bun&Games
Kenosha, WI

JR PAC-MAN
331,000
Kevin Fischer
06/28/85
Big Mouth Pizza
N/A

JUNO FIRST
78,888,980
Tom Gibson
05/27/84
R&R Video
Dartmouth, NS (C)

KARATE CHAMP
239,900
George Weller
06/27/86
Aladdin's Castle
League City, TX

KICK/KICK-MAN
4,875,665
Tom Bundy
12/21/82
Space Invaders Video
Cleveland, OH

KICKER
4,225,000
RAC Carpana
12/02/86
Fascination
New York, NY

KING & BALLOON
48,900
Kevin Olkowski
08/10/82
Hyperspace
Havelock, NC

KRAM
176,700
Brain Miller
12/23/82
Bun&Games
Kenosha, WI

KRULL
6,000,000
Steve Harris
N/A
Fun Factory
Kansas City, MO

KUNG-FU MASTER
1,349,040
Mike Sullivan
06/27/85
Huish Family Fun
Upland, CA

LADY BUG
609,900
Brian Calton
03/31/83
Brady Campus
Columbia, MO

LEGENDARY WINGS
612,500
Eric Bolduc
02/22/87
Galaxy Arcade
Cucamonga, CA

LEPRECHAUN
365,750
Walter Funk
03/25/83
Lunar Station
Lorens Township, NJ

LIBERATOR
3,016,010
Sean Middleton
05/25/83
Space Station
Anchorage, AK

LOCK-N-CHASE
62,060
Jeff Peiffer
04/20/83
Twin Galaxies
Ottumwa, IA

LOCO-MOTION
134,880
Bud Wellington
03/29/83
Funsport
S Portland, ME

LODE RUNNER
162,340
David Leicht
06/27/86
Fun Factory
Honolulu, HI

LOOPING
1,469,970
David Teehee
07/27/83
Triple K's Action
Friendswood, TX

LOST TOMB
45,577,020
Bill McAlister
02/15/84
Twin Galaxies
Ottumwa, IA

LUNAR LANDER
3,470
Micheal Mize
08/01/82
Hyperspace
Havelock, NC

MACH 3 (Fighter)
473,400
Randy Albright
06/26/84
Space Station
Anchorage, AK

MACH 3 (Bomber)
512,000
Robin Purvis
04/10/84
Space Station
Anchorage, AK

MAD CRASHER
844,988
Jack Gale
06/27/86
Aladdin's Castle
N Miami Beach, FL

MAD PLANETS
198,400
Mark Sellers
N/A
Putt Putt Golf&Games
Grand Rapids, MI

MAGICAL SPOT
16,518
Brian Miller
03/14/83
Bun&Games
Kenosha, WI

MAJOR HAVOC
1,940,078
Ettore Ciaffi
06/28/85
Broadway Arcade
New York, NY

MAKE TRAX
2,123,840
Thomas Carver
07/06/83
The Family Game Room
Garden City, MI

MAPPY
573,540
Mike Reynolds
06/27/85
Arnold's
Seattle, WA

MARBLE MADNESS
187,880
Stan Szczepanski
06/27/85
Huish Family Fun
Fountain Valley, CA

MARIO BROS
3,481,550
Perry Rodgers
12/12/84
Family Fun Fair
San Louis Obispo, CA

MARS
107,450
Howard Ohlstein
11/03/82
N/A
Charlotte, NC

MAT MANIA
5,000,150
RAC Carpana
12/01/86
Fascination
New York, NY

MAYHEM 2002
10,200
David Leight
02/27/85
Fun Factory
Honolulu, HI

MAZER BLAZER
1,196,800
Lyle Teleford
10/31/83
Space Station
Anchorage, AK

MEGATTACK
553,700
Tim Sobol
12/12/82
Bun&Games
Kenosha, WI



MEGAZONE
2,228,650
Yashiro Oda
09/13/84
Mickey Ratt's
Ann Arbor, MI

MILLEPEDE
6,995,962
Jim Schneider
11/21/83
Licks Video Snack
Santee, CA

MINI GOLF
60,500
Stan Szczepanski
06/27/86
Aladdin's Castle
Del Amo, CA

MISSILE COMMAND
69,739,020
Victor Ali
01/21/83
Cinedome 7
San Francisco, CA

MONACO GP
9,999
Robert Paguette
03/12/82
Star Castle
Smithfield, RI

MONSTAR BASH
448,400
Bob Lynch
02/13/83
Bun&Games
Kenosha, WI

MOON CRESTA
152,100
Bill Awalin
02/29/84
Space Station
Anchorage, AK



MOON PATROL
1,214,600
Mark Bobichek
03/11/83
Golfland
Mt View, CA

MOON SHUTTLE
30,870
Mike Perez
12/06/82
Bun&Games
Kenosha, WI

MOON WARS
83,830
Tracy Miller
01/28/83
Bun&Games
Kenosha, WI

MOTORACE USA
2,058,300
Lyle Holman
N/A
Twin Galaxies
Ottumwa, IA

MOUSETRAP
61,366,060
Kim Bradham
07/23/83
Take Ten Corp
Dublin, GA

MR DO!
26,030,050
David Breckon
01/26/86
Tom's Arcade
London, Ont

MR DO!'S CASTLE
421,780
Barry Lewis
04/12/84
Barney's
Northfield, NJ



MS PAC-MAN
874,330
Chris Ayra
06/27/85
Johnny Zee's
Victoria, BC (C)

MUNCH MOBILE
2,035,540
Ivan Luengas
06/07/83
Aladdin's Castle
N Miami Beach, FL

MYSTIC MARATHON
4,000,000
Clay Bostick
10/08/84
Space Station
Anchorage, AK

NATO DEFENSE
1,113,000
Paul Barrette
12/18/82
Pot Of Gold
Kenosha, WI

NAUGHTY BOY
5,345,060
Kim French
04/21/83
Electric Pazzazz
Trail, BC (C)

NIBBLER
1,000,042,270
Tim McVey
01/17/84
Twin Galaxies
Ottumwa, IA

NIGHT STOCKER
3,963,900
Donn Nauert
01/17/87
LA Airport Hilton
Los Angeles, CA



NY CAPTOR
9,999,990
Robert Halbasch
02/07/87
M&M Putting Green
Blytheville, AR

OMEGA RACE
3,290,900
Thomas Gault
09/12/86
Tom's Arcade
Duluth, MN

OUT RUN
52,897,690
Richard Jackson
02/21/87
Le Fun
Austin, TX

PACK RAT
910,875
Jeff Peters
03/20/86
Camelot
Anaheim, CA

PAC-LAND
874,330
Scott Hilty
06/27/86
Aladdin's Castle
Wintersville, OH

ANOTHER DAY AT THE ARCADES... THE BOOK.

PAC-MAN
3,197,360
Tim Balderamos
01/28/83
Long's Arcade
Rapid City, SD

PAC-MAN PLUS
3,213,900
Shannon Ryan
08/12/83
Starship Video
Upland, CA

PAPERBOY
1,136,435
John Philip Britt
06/28/86
Aladdin's Castle
Del Amo, CA

PENGO
1,011,370
Rodney Day
08/18/83
Olympic Bowling Ctr
Canberra (Australia)

PHOENIX
987,620
Mark Gotfrank
03/07/83
Cloverleaf Mini Golf
N Miami Beach, FL

PLEIADES
1,164,900
Patrick Orr
08/23/82
Galaxy Video Games
Charlotte, NC

POLARIS
791,800
Cyril Herridge
N/A
King Amus
Grandhawk, NFDL (C)

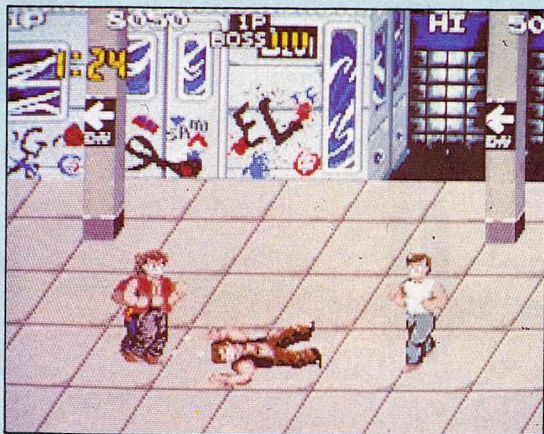
POLE POSITION
67,260 (213.84 sec)
Les Lagier
N/A Video Paradise
San Jose, CA

POLE POSITION II
81,870 (Test)
Jeff Peters
05/24/86
Galaxy Arcade
Cucamonga, CA

POLE POSITION II
78,900 (Fuji)
Lloyd Dahling
09/19/84
Space Station
Anchorage, AK

POLE POSITION II
75,390 (Seaside)
Jeff Peters
06/28/86
Aladdin's Castle
Del Amo, CA

POLE POSITION II
70,050 (Suzuka)
Kelly Weaverling
04/04/84
Space Station
Anchorage, AK



PON-POKO
133,940
Larry Young
03/14/84
US Enterprise
Ottumwa, IA

POOYAN
1,609,250
Mark Kinter
12/16/83
Video Mania
Parkersburg, VA

POPEYE
1,439,430
Orlando Acosta Diaz
09/27/83
Black Hole Humaco
Puerto Rico

POT OF GOLD
1,113,320
Eddie Leech
11/30/82
Play It Again
Lenox, IL

POWER DRIVE
170,900
Tim Uyeda
01/18/87
LA Airport Hilton
Los Angeles, CA

PROFESSOR PAC-MAN
999,990
Greg Gunter
12/09/83
Wizard's
Peoria, IL

PULSAR
68,350
Tracey Miller
05/26/83
Bun&Games
Kenosha, WI

PUNCH-OUT!!
15,999,990
RAC Carpana
12/13/86
Playland
New York, NY
QB-3
175,380
Allan Jackson
02/26/83
20th Century
Bowling
Chicago, IL

QBERT
33,073,520
Rob Gerhardt
11/25/83
Bim's Place
Lloydminster,
Albt (C)

QIX
1,666,604
Bill Camden
N/A
Galaxy I
Lynchburg, VA

QIX II
676,185
Daniel Chilton
07/18/82
Gaslight Pub
Pleasantville, NJ

QUANTUM
2,116,240
Edward Carpenter
12/02/83
New World Novelty
Toronto, Ont (C)

RADARSCOPE
117,300
Todd Anderson
03/10/82
N/A
Ottumwa, IA

RADARZONE
359,000
Tom Torrez
03/12/83
Earth Station I
Antioch, CA

RALLY-X
167,870
Chris Ranalla
12/28/82
Escape Hatch
Parkersburg, WV

REACTOR
10,156,922
Ron Heaney
11/13/83
Zanadu
Streamwood, IL

RED ALERT
24,260
Steve Harris
03/31/83
NKC Pro Bowl
Kansas City, MO

RED BARON
330,150
Richard Watson
12/26/83
Electronic Corral
Lakewood, CA

RED CLASH
64,100
Mark Hoff
03/13/83
US Enterprise
Ottumwa, IA

RENEGADE
236,650
Todd Houston
12/06/86
Hermosa Arcade
Hermosa Beach, CA

RESCUE
606,235
Grant Kupper
12/15/83
High Spot
Edmonton, Albt (C)

RETURN OF THE JEDI
1,938,010
Mike Sullivan
06/28/85
Huish Family Fun
Upland, CA

RIP OFF
92,890 (Doubles)
Pete Sweeny/Ken Poter
10/06/82
Cosmic Palace
Napa, CA

RIVER PATROL
1,245,000
Sean Looney
N/A
Galaxy Video
Mesa, AZ

ROAD RUNNER
2,287,420
Mark Haber
12/10/86
Fascination
New York, NY

ROBBY ROTO
518,250
Colin Hageney
01/05/83
U-Tote-M
Houston, TX

ROBOTRON
348,691,680
Brian King
07/03/83
The Palladium
Durham, NC

ROUND UP
194,900
Chris Peterson
02/13/83
Bun&Games
Kenosha, WI

ROUTE 16
40,200
Phil Satterla
05/09/82
Hyperspace
Havelock, NC

RUSH 'N' ATTACK
447,140
Dave Lopez
06/28/86
Aladdin's Castle
Casper, WY

RYGAR
2,954,940
Donn Nauert
03/02/87
Le Fun
Austin, TX

SARGE
137,575
Dale Klaus
06/28/86
Aladdin's Castle
Houston, TX

SATAN'S HOLLOW
25,326,225
Mike Ward
02/04/84
Odyssey
Madison, WI

SCRAMBLE
999,250
John Norman
12/06/82
Light Years
Amusement
Wrightsville Bch, NC

SECTION Z
1,694,630
Stephen Wimmer
05/30/86
Le Fun
Austin, TX

SIDE ARMS
1,812,800
Jeff Peters
02/14/87
College Arcade
Los Angeles, CA

SINISTAR
761,305
Chris Emery
11/23/83
Saratoga
Winnipeg, Man (C)

SLITHER
187,830
Micheal Weber
02/19/83
Bun&Games
Kenosha, WI

SNAP JACK
58,080
Mark Cothran
07/07/83
Galaxy Video Games
Charlotte, NC

SOLAR FOX
1,763,700
Russell Palmer
03/12/83
Galaxy Family Arcade
Esterville, IA

SOLAR QUEST
200,850
Tony Vandecar
N/A
Video Challenge
Lamont, IL

SON SON
3,104,200
Jeff Peters
01/16/86
Galaxy Arcade
Cucamonga, CA

SPACE ACE
770,866
Steve Joseph
02/05/84
Starship Video
Upland, CA

SPACE DUEL
623,720
David Plummer
01/28/83
Midtown
Amusement
Regina, Sas (C)

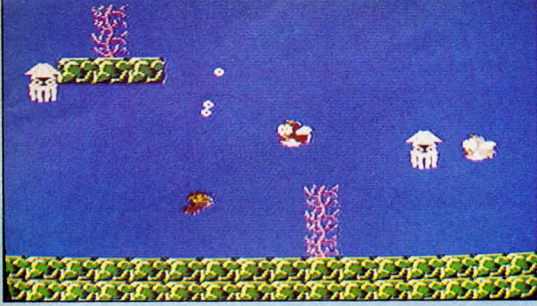
SPACE DUNGEON
10,505,915
Ron Lilly
07/26/83
Video Champ
Des Moines, IA

SPACE FURY
222,599
Loren Hawkinson
04/20/82
Fun-N-Games
Hamilton, MT

SPACE HARRIER
31,077,900
Richard Hunter
06/28/86
Aladdin's Castle
Del Amo, CA

SPACE INVADERS
29,090
Sonny Shum
06/27/85
Johnney Zee's
Victoria, BC (C)

SPACE INVADERS
DELUXE
425,230
Matt Brass
09/16/82
Modern West Bar
Helena, MT



SPACE ODYSSEY
2,559,000
Curtis Gaskill
04/01/82
Hyperspace
Havelock, NC

SPACE PANIC
48,960
Kevin Clark
03/13/83
Residence
Columbus, OH

SPACE TACTICS
3,285,800
Dan Salinas
10/26/82
Cosmic Palace
Napa, CA

SPACE WARS
19
Micheal Mize
08/21/82
Hyperspace
Havelock, NC

SPACE ZAP
230,000
Mike Jones
01/14/83
YMCA
Ottumwa, IA

SPECTAR
151,000
Scotty Williams
09/13/82
Light Year's Amus
Wrightsville Bch, NC

SPEED RUMBLER
106,500
Donn Nauert
02/12/87
Le Fun
Austin, TX

SPIDERS
1,535,000
Bill Millis
09/17/83
Space Station
Willmington, NC

SPRINT II
158
Cindy Ingles
12/12/82
Twin Galaxies
Ottumwa, IA

SPY HUNTER
9,512,590
Paul Dean
06/28/85
Huish Family Fun
Upland, CA

STAR CASTLE
7,842,950
David Palmer
N/A
Phil's
Lakewood, CA

STAR FIRE
9,780
Laura Curran
01/04/82
Hyperspace
Havelock, NC

STAR GATE
71,473,400
Roger Magnum
04/08/83
Outer Limits
Durham, NC

STAR RIDER
535,960
David Palmer
12/20/84
The Game Room
Citrus Heights, CA

STAR TREK
100,067,500
Tim Collum
08/28/83
Video City
Dayton, OH

STAR WARS
300,007,894
Robert Mruczek
01/22/84
Fascination
New York, NY

STOCKER
53,970
Cody Joens
06/28/86
Aladdin's Castle
Rochester, MS

STOMPIN'
1,013,250
Keith Donnelly
10/10/86
Grand Prix
Ft Lauderdale, FL

STRATEGY X
53,999
Mark Peterson
04/13/83
Bun&Games
Kenosha, WI

SUB-ROC 3-D
1,049,700
David Palmer
10/28/84
The Game Room
Citrus Heights, CA

SUPER BASKETBALL
1,394,930
Tim McGuire
06/28/85
Space Station
Anchorage, AK

SUPER COBRA
198,470
Matt Brass
06/28/82
Godfather's Pizza
Helena, MT

SUPER MARIO BROS
3,055,800
Stephen Sparks
01/27/87
Le Fun
Austin, TX

**SUPER MISSILE
ATTACK**
86,315
Tim Shea
N/A
Straw Castle
Smithfield, RI

**SUPER MOON
CRESTA**
38,210
Robby Jensen
05/01/83
Bun&Games
Kinosh, WI

SUPER PAC-MAN
855,940
Bill Deluca
06/27/85
Big Mouth Pizza
Colonia, NJ

SUPER PUNCH-OUT!!
182,580 (1st 5 Fights)
Sean Jensen
06/27/85
Space Station
Anchorage, AK

SUPER ZAXXON
339,750
Greg McLeod
07/25/83
Back Street Amus
Halifax, NS (C)

SWIMMER
92,430
Steve Harris
03/23/83
NKC Pro Bowl
Kansas City, MO

TAC-SCAN
100,524,200
Chris Rollestow
11/03/83
Gold Mine
Durham, NC

TAIL GUNNER
14,200
Scott Monfils
N/A
Cosmic Palace
Napa, CA

TAZZMANIA
1,325,180
Scott Hurley
06/16/83
Mission Control
Racine, WI

TAPPER
9,068,625
Mike Ward
06/28/86
Aladdin's Castle
Madison, WI

TARG
89,480
Paul Boisclair
03/17/84
Celebrity Fun Ctr
Trail, BC (C)

TEMPEST
1,728,329
Hector Cruz Vazquez
07/30/83
Pueblo Supermarket
Humacao, Puerto Rico

TEN-YARD FIGHT
678,700
Julian Rignall
08/15/86
Royal Pier
Aberystwyth, Dyfed

THE END
47,080
Perry Rodgers
N/A
Cosmic Palace
Napa, CA

THE PIT
162,500
James Adams
06/27/82
Panic Button
Abilene, TX

THIEF
9,456,120
Mike Ziara
04/25/83
Golden Dome
Salisbury, MD

THREE STOOGES
2,850,000
Mark Haber
11/06/86
Space Station
New York, NY

TIGER HELI
659,960
George Cifrancis III
06/27/86
Aladdin's Castle
Steubenville, OH

TIME PILOT
15,000,000
Jeff Peters
09/25/83
Starship Video
Upland, CA

TIME PILOT '84
463,300
Samantha Johanik
09/22/85
Aladdin's Castle
Des Monies, IA

TOP GUNNER
561,000
Rich Frost
12/19/86
Hermosa Arcade
Hermosa, CA

TRACK & FIELD
95,040 (1st round)
Kelly Kobashigawa
06/28/85
Huish Family Fun
Upland, CA

TRON
12,883,638
Robert Boonéy
07/09/83
Wizard's Video Magic
Kirkland, WA

TROJAN
512,600
Danny Carranza
05/07/86
Captain Video
Westwood, CA

TUNNEL HUNT
821,330
Chris Randall
07/30/84
Amusement Crossing
Charlotte, NC

TURBO
154,330
Julian Bullard Jr
05/08/83
Just for Fun
Villa Park, IL

TURKEY SHOOT
2,358,550
Jeff Peters
05/05/87
Dungeon's Arcade
Fullerton, CA

TURTLES
32,950
Rick Penick
02/25/82
Twin Galaxies
Ottumwa, IA

TUTANKHAM
1,736,140
Mark Robichek
11/12/83
Galaktican 1
San Jose, CA

TX-1
277,400
David Palmer
10/02/84
Scandia
Sacramento, CA

UNI-WARS
49,990
Ed Clifford
N/A
Boardwalk Games
Palm Harbor, FL

UP 'N' DOWN
547,900
Sean Jensen
12/21/84
Space Station
Anchorage, AK

VANGUARD
317,330
Thomas Chaka
06/27/86
Aladdin's Castle
Wharton, TX

VENTURE
325,020
Ed Kopp
08/10/83
Another Galaxy
McHenry, IL

VERTIGO
595,028
Donn Nauert
06/28/85
Aladdin's Castle
Cedar Rapids, IA

VICTORY
999,999,999
Marshall Blythe
09/18/82
Light Year's Amus
Wrightsville Bch, NC

VICTORY ROAD
1,321,020
Stan Cejka
03/10/87
Le Fun
Austin, TX

WACKO
1,608,100
Steve Harris
03/31/83
NKC Pro Bowl
Kansas City, MO

WARLORDS
627,250
Mike Ferguson
02/09/83
Omega
Napa, CA

WILD WESTERN
1,099,900
Richard Eldridge
08/05/83
Bim's Place
Lloydminster, Albt (C)

WIZARD OF WOR
1,215,000
Linda Cappel
06/09/83
Zippo's Arcade
Sioux City, IA

WIZARD OF WOR
801,00 (Team)
D Bauer/Mike McGee
01/18/83
Another Galaxy
McHenry, IL

XEVIOUS
9,999,990
Don Morlan
06/28/83
Arnold's
Seattle, WA

ZARZON
48,720
Steve Weirzbecki
01/16/82
Bun&Games
Kenosha, WI

ZAXXON
3,839,550
Eric Burch
04/09/83
Chuck E Cheese
Waco, TX

ZEKE'S PARK
792,650
London Piklor
N/A
Another Galaxy
McHenry, IL

ZOAR
1,167,170
Eric Hanna
07/12/83
Odyssey Amus
Madison, WI

ZOO KEEPER
20,063,920
Jack Gale
06/28/85
Fun Factory
Atlanta, GA

ZZZZYXX
1,068,010
Kris MacLillivray
03/13/84
Electric Pazzazz
Trail, BC (C)

